

ABSTRACT

An interactive exchange qualification card game designed to encourage social interaction among all players in a group. Any reasonable number of players may participate in the game. In the first mode of play, each player begins with a predetermined number of like symbol cards, such as World Landmark Theme cards and collects the same number of different cards from the other players by means of the exchange of cards. All players with appropriate collections at the end of the game qualify for a reward. If the number of rewards is limited, and all players do not get a reward, secretly coded cards are selected, and players with the secret cards and the appropriate collection qualify for a reward. Further, there is another mode of play disclosed.